PRIMA® OFFICIAL GAME GUIDE
ALONE IN THE DARK®
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BASED ON A GAME RATED BY THE ESRB
MATURE 17+
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UNDERFOOT

When the soil of Manhattan was sealed beneath steel and concrete, it wasn't in the name of progress. It was in the hopes of survival. Buried under the sidewalks that grid the island and the streets that guide taxis from Wall Street to the Bronx is an evil older than the feeble human concept of time. And now that evil is pushing through the strata of cobblestones and asphalt to take hold of the surface. Tendrils of evil crack the streets, overturning taxis as if they were playthings. Skyscrapers are buckling as the unstable wall between this world and the unspeakable beyond starts to give. And something has taken over the unfortunate citizens, turning them into slavering zombies capable of terrifying violence.

The City that Never Sleeps is facing an unending nightmare.

What New York needs right now is a savior, somebody with the skills and knowledge to not only push back against this evil, but also to extinguish it for the remainder of days. That mantle falls on an unlikely hero: Edward Carnby. But Edward is at a disadvantage. He has no idea who he is. He has no clue about his true role in this eruption of evil. All he knows, when he wakes from a strange slumber, is that two men are holding him hostage in a midtown hotel. Through bleary eyes and muddled ears, he knows something is very wrong. Whatever these two men have done, whatever they are responsible for, the situation has escaped their clutches and taken control of its own destiny.

What Edward can be certain of, though, is that he is now somehow expendable. And the two captors are about to dispense with him up on the roof of the hotel. Edward's rescue comes in an unexpected form. Monsters are monsters by nature—they feed off chaos. They cannot be controlled. And whatever these men have wrought, it quickly turns against them. The fissures that are starting to rip the city apart consume one of the men whole, swallowing him like a shark might gulp down a tuna. No mercy. Edward knows that's not going to be enough to save his skin. Or the city. He must stumble through the madness overtaking Manhattan and connect with the only sympathetic figure he knows in this entire horror show: Theo. Is he a paranormal expert? Just a museum curator? Or is he working with Edward's former captors? That's a risk Edward must take if he wants the truth.

If the sun is ever to rise over the city again, Edward must cut to the source of this evil. He must be ready for every answer to spawn more questions. Who is he? What happened to his memories? Why is there a scar on his face? What does an ancient stone have to do with this chaos? And, finally, why does this trail of terror lead to the heart of Central Park, the oasis of lush greenery in the heart of the busiest city in America? Just what is down there, buried under centuries of earth and stone? And can it even be stopped?

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The Cast

Edward Carnby

The man at the center of this event doesn't even know who he is. Whatever ceremony he unwillingly took part in has erased his memories, leaving him to rely on the word of people whom he probably shouldn't even trust. What Edward can be sure of, though, is that he is handy with a pistol and incredibly adept at crafting makeshift weapons out of everyday objects. He has a resourcefulness that he cannot explain, but is certainly grateful to possess. By the end of this evening, many mysteries about Edward will be solved—but can he survive long enough to learn the core truth about his very existence?

Theo

Theo is a researcher and something of an expert on the occult. The old man is somehow linked to Edward, and that bond may not be entirely healthy. There is something about Theo that inspires trust. He seems to have genuine concern for Edward. And after two thugs flippantly decide to shoot Edward on a roof, a little sympathy goes a long way. Theo holds the key to the first door in this maze of mysteries. If Edward can just crack that first door, maybe he can shoulder through the rest.

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The Moves

Edward is not necessarily superhuman—at least, he doesn't seem that way at first. Maybe some of those repressed memories hold the key to some extraordinary talents. However, he certainly does not possess super speed or the ability to leap over houses. He is a normal man placed in an abnormal situation and must make do with what he's got at the time. And when you first join Edward in this nightmare, all he's got are his two feet and two fists. Using them smoothly and efficiently is a big first step to success—and survival.

Use the left control stick to move Edward. Pressing it lightly in a direction makes Edward inch along. Being cautious like this is good for situations that require a mindful step, such as stepping out across scaffolding. When it's time to put some distance between Edward and something ugly, press the control stick all the way to make Edward break into a run.

CAUTION

Edward cannot run effectively while injured. If he has sustained heavy damage, he cannot run at all. To get Edward back in marathon shape, apply medical spray or bandages to his wounds.

Edward can jump a couple feet into the air from a standstill. This is usually enough to grab a ledge above him. (Edward auto-grabs ledges. To pull him all the way up, press the jump button again while he's hanging.) To get a little more oomph—either height or distance—break into a run and then hit the jump button. Edward will leap into action. Big jumps are necessary to cross wide chasms. With the underworld evil ripping up streets and buildings, get used to seeing chasms. This dark force is determined to turn the whole island into a gaping maw.

Rappelling

Edward often comes across severed power lines or lengths of chain he can use to scramble up the sides of buildings or safely drop into a hole. When Edward is able to grab a chain or cable, an object circle appears on screen that shows hands on a cable. Press the action button to grab the cable. Now, just press up or down on the left control stick to move Edward up or down the cable. To release the cable, either press the jump button (when you're in front of an opening like forced-open doors in an elevator shaft) or hit the cancel button (when you're near the ground). If you let go of the cable too high off the ground, Edward will fall and take damage. If you are way too high off the ground, Edward will crumple to the floor and you must restart the current sequence.

While climbing or rappelling, Edward can move from side to side or push away from the wall. These techniques are useful for avoiding trouble. While he's scaling a building, crumbling bricks may fall into his path. Just move the left control stick to the left or right to make Edward skitter out of the way. Edward cannot just stay over to one side, though. Gravity will pull the cable back to its center position, and Edward will be pulled with it. While on a cable, Edward also can kick away from the wall. This is a good way to bounce over dangers like exposed vent fans. While pressing down on the left control stick, tap the jump button to make Edward bounce over the obstacle.

MAKE IT EASY ON YOURSELF BY CREATING A SHORTCUT FOR DRAWING YOUR PISTOL. WHILE HOLDING A ROPE OR CABLE, PRESS UP ON THE D-PAD AND THEN TAP THE PISTOL SHORTCUT TO WIELD THE GUN IN ONE HAND WHILE GRABBING THE CABLE IN THE OTHER. NOW YOU CAN SHOOT AT INCOMING ENEMIES FROM THE CABLE.

Sometimes Edward needs to jump from cable to cable. To pull this off, swing Edward away from the cable you want to reach, then swing Edward toward it and hit the release button at the end of the swing. Edward will jump and automatically grab the next cable. You can repeat this move when jumping from a cable to a nearby ledge. Swing away from your target ledge so you can rush toward it with momentum. Jump at the end of the swing and Edward will release, landing on the ledge.

MANIPULATING OBJECTS

When Edward wakes at the beginning of his evening descent into madness, he has absolutely nothing but the clothes on his back. He must scavenge to survive. While exploring, be on the lookout for anything that can help. When Edward is close to an object he can interact with, a circle with the object appears at the bottom of the screen with the action button highlighted. Pressing the action button picks up the item. If it is an object you can keep, like bullets, it's automatically added to your personal inventory. But if it's something to hold, like a chair or a bat, Edward holds it until you either drop it or it's knocked out of his hands. (And be ready for that—some of the monsters hit so hard you'll swear you can hear Edward's teeth rattle.)

Once Edward picks up an object he can hold, you can manipulate it with the right control stick. Think of the right control stick as puppet strings attached to Edward's hands. Say you have a fire extinguisher in your hands and you need to get through a locked door. You can use the extinguisher to bash through the door by pulling the right control stick toward you to rear back, and then press forward on it to slam the extinguisher against the door. A few solid swings are enough to bash the door down.

SOME OBJECTS CAN BE PICKED UP AND PLACED ELSEWHERE TO USE AS EXPLOSIVES, SUCH AS KEROSENE TANKS. PICK UP THE ITEM, WALK NEXT TO A LOCKED DOOR, AND THEN SET DOWN THE ITEM WITH THE RELEASE BUTTON. NOW, STEP BACK AND SQUEEZE OFF A ROUND TO DETONATE IT FROM A DISTANCE.

Experimenting with objects is the only way to get out of this city alive. Every object has a function. Some objects are essential, such as fire extinguishers. As you encounter different objects, you will discover personal preferences or see new ways to use the object to your advantage. Here's a collection of things to try out as you push toward the park:

FIRE EXTINGUISHERS: WHILE HOLDING A FIRE EXTINGUISHER, PULL THE RIGHT TRIGGER TO DISPENSE FLAME-SMOTHERING FOAM. PUTTING OUT FIRES OFTEN REVEALS A NEW WAY OUT OF A ROOM.

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Being Inventive

Combining items to create new weapons is not only important for fighting back the advancing horror, but it's also just a lot of fun. You could experiment in the game to come up with new recipes, but why risk ruining items? Here are some surefire weapon recipes to get your creative juices flowing:

Fire Bullets: Combine fuel with your gun to create these fiery rounds. If you can shoot one of the Humanz right in the fissure with a fire bullet, you can take it out with just a single shot. You must combine fuel with each clip of bullets. If you run out of fire bullets, you will just have regular bullets the next time you reload.

Molotov Cocktail: Stick either a handkerchief or bandage in the top of a fuel-filled bottle. Now, put the Molotov in one hand and lighter in the other. Light the Molotov and throw it. If you are using a glass bottle, the Molotov will explode on contact, spreading burning alcohol everywhere. If you use a plastic bottle, the Molotov will bounce off a wall or monster and not explode until the wick burns down. This is useful for throwing a bomb into a tight space and then making a getaway before it goes off.

Sticky Bomb: Put double-sided tape on a plastic bottle filled with fuel. Throw the bottle against a wall or monster. It will stick. Now, back away and shoot the bottle to make it explode. You cannot use a glass bottle for this weapon—it will just shatter on impact.

Sticky Molotov: Use double-sided tape on a Molotov cocktail made from a plastic bottle. Light the wick and throw it against a surface or a creature. When the wick burns down, it will explode and damage whatever it's touching—and whatever is around it.

Glowstick Bomb: No material for a wick? Wrap a bottle with double-sided tape and attach a glowstick to it. Throw the bottle. When it hits a surface, the glowstick will snap and the chemical reaction will ignite the makeshift bomb.

Bomb: This is a particularly devious weapon. Tape a box of bullets to a fuel-filled bottle or a Molotov cocktail. Throw the bottle. When the bottle explodes (either on impact or when the wick runs down, depending on whether you used a plastic or glass bottle), the explosion sets off the bullets. The exploding bullets create a huge blast radius, damaging everything within several meters. That includes you, though, so make sure you put some serious distance between you and this weapon.

Spectral Vision

Edward has some latent special powers that he can awaken while fighting evil. While exploring Central Park, the epicenter of the horror consuming the city, you will discover special roots pushing through the ground or walls. These roots appear on the maps as fuzzy circles full of what looks like the white noise you see on your television at 3 a.m. When you step into the zone surrounding the root, your view goes askew. Things get blurry. Wavy. And it will not clear up until you destroy the root in the immediate area. Every time you destroy one of these roots, Edward gains Spectral Vision. The more roots you destroy (you must burn them), then stronger this power becomes.

Spectral Vision allows you to see what should be unseen. Your first taste of this power allows you to close your eyes and see a faint hint of the fissures on the monsters. (To close your eyes, click down the right control stick. Each "click" is a blink.) While your eyes are closed, you can see the fissures well enough to take a shot at them. If you have fire bullets, this is a great way to pick off enemies with a single shot. As your power grows stronger, though, the fissures appear much brighter. Eventually, you will see them with your eyes open, making it much easier to take out your enemies.

There are lots of roots in Central Park. After completing certain events in your adventure, more of these roots appear on your map. You do not need to eliminate all of them to complete the game, but you must take out enough of them to improve your Spectral Vision to the degree you can see fissures and secret symbols. Secret symbols? Let's not get ahead of ourselves here. Wouldn't want to spoil any surprises right off the bat.

BLACKOUT

It's difficult for Edward to get his bearings when he wakes from some sort of induced slumber. He's on a bed, held prisoner in some hotel by two men who seem distrustful of each other and increasingly agitated over something that's seemingly gone wrong with their plans. Edward has no idea how he fits into their machinations, and it's doubtful he'll receive any answers from these unsavory characters. When the two notice Edward has come to, they turn their attention away from their bickering and toward their quarry. Although Edward has no clue what's happening to him or where he is, he knows that he must regain his faculties as soon as possible and hatch some sort of escape plan.

SEQUENCE 1

The first sequence opens with Edward on the bed. Things are hazy, and they aren't going to get any better for the first few minutes. You must rely on the basic shapes of people and objects to feel your way. But before there is any chance to plot an escape from these men, Edward must pick up whatever information he can from overhearing their conversation.

When the pair realizes that you are awake, they immediately turn their attention to you. Your eyes begin to focus. The more sinister looking of the two props you up in the bed and blinds you with a flashlight, returning your vision to poorer conditions. A third man enters the room. Crowley? Was that what you heard the other two thugs call him? Crowley orders his associates to frog march you to the roof and get rid of you. Apparently, you have already served your purpose in some strange scheme and are now wholly disposable. You have no choice but to obey those commands by getting out of the bed and starting down a nearby hallway. Crowley's second is right behind you, presumably with a gun pointed at your back. Follow the thug's commands in the halls, such as "Through the door" and "Left, now!"

Something happens during the march, though. With your vision still unfocused, you cannot tell what's happening, but you can tell that there's blood everywhere. At least you are now free of your captor. Make the most of this escape opportunity. Enter the door on your right and stumble toward the light at the end of the corridor. Eventually, you reach a small wash station. As you approach the mirror over the sink, your regain your 20/20.

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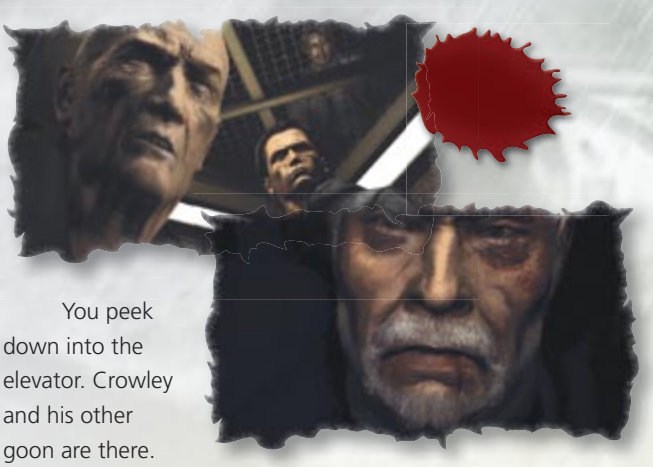
Episode 1

What Edward sees ain't pretty. He's obviously been through better times, and that nasty scar on the side of his face is a complete mystery to him—just as mysterious as his entire identity, which is now lost to him.

From the mirror, walk along the catwalk that traces the top of the elevator shaft. There is noise coming from the elevator itself—human voices.



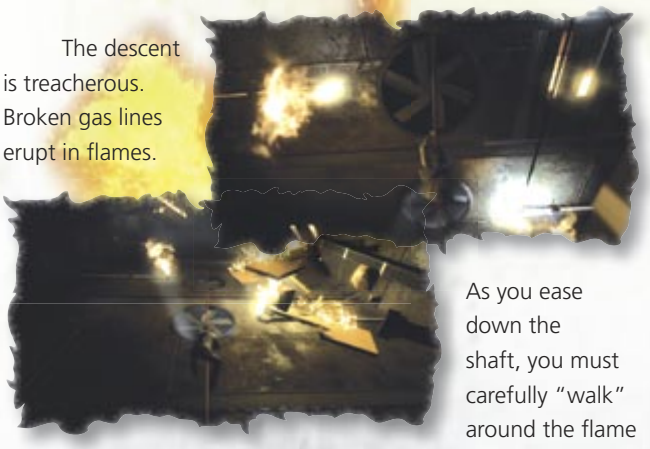
You peek down into the elevator. Crowley and his other goon are there. But they are joined by another man, Theo, who has been knocked to his knees. He's an older man and his face betrays displeasure with his company. Though he is not with Crowley, he is part of his plan. And that plan has something to do with the stone pendant Theo's wearing around his neck. Crowley wants Theo to use that stone to unlock some sort of power and become something called the "Light Bringer." How do you fit in with an old man and a stone? No idea. To get some answers, you better keep listening.

What was that? A fissure leaves a scar on the walls of the elevator shaft. It moves like an angry serpent—thrashing down toward the elevator car. And it when it gets there, it feeds on Crowley's man, pulling him through the floor of the elevator to someplace no human would ever want to lay eyes on.

Sequence 2

The elevator drops, leaving you on a catwalk. The only way down the elevator shaft is via a safety cable. Walk around the catwalk and climb the nearby ladder. You start to hear a woman's voice. She's panicking, but you cannot help her just yet—you need to look out for *numero uno* right now. There is a switch at the top of the elevator shaft to the right of the ladder. Activating the switch drops a long cable down the shaft. Grab the cable and start descending. Slowly.

The descent is treacherous. Broken gas lines erupt in flames.



As you ease down the shaft, you must carefully "walk" around the flame bursts by scrabbling left or right depending on the blast. Jump over the spinning fan blades in the center of the shaft. If your feet touch the fans, you risk losing your grip.

Several feet down the shaft, a severed electrical cable crackles. The exposed end of the cable dances along a metal grate, turning it into a deadly electric fence. There's enough voltage running through that grate to barbecue a cow in seconds. The grate is too tall to jump over, though. Instead, scramble to the left (just above the grate) and push the cable toward a piece of metal jutting out of the wall. You need to hang the cable on that metal shard so the exposed end no longer touches the grate. Swing from right to left until you gain enough momentum to push the cable over the edge of the metal. Now that the grate is no longer electrified, continue to rappel down the shaft.

THE FISSURE RETURNS. IT RUSHES DOWN THE WALL, BLASTING OPEN ONE OF THE ELEVATOR DOORS. JUMP THROUGH THE OPEN DOOR AT THE BOTTOM OF THE CABLE.

Once you're back on fairly solid ground (the building no longer feels entirely stable), the voices resume. Walk through the nearby door. There is a woman on the other side, and she's in a total panic. (Who wouldn't be? The walls in this place are apparently alive—and hungry.) She is trying to help a man trapped behind the locked door she's pounding on. She asks you for help. Walk through the wrecked door to the right of the locked door and push a table out of the way to reach a fire extinguisher in the next room.

GRAB THE FIRE EXTINGUISHER IN THE CORNER OF THE ROOM SO YOU CAN PUT OUT THE RAPIDLY SPREADING FLAMES.

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Episode 1

Just point and shoot to extinguish the flames. Hold the nozzle steady and sweep the fire, smothering it with the retardant foam. Make sure every hint of the fire is out. If the flames are still licking the floor even a little, the fire can quickly regain its full strength.

The man on the other side of the door is relieved to see you. But the door is still locked. Holding on to the fire extinguisher, heave it into the door several times, splintering the wood. When the door has been shattered, step back and let the separated pair reunite. They immediately stick close to their new hero and follow you when you walk down the next hall, still wielding the fire extinguisher. (If you dropped it, go back and pick it up.)

Put out the fires in the hallway. The second fire has already burned a hole in the floor, so take a few steps back and make a running jump across the gap. Falling timbers separate you from the others, but you certainly won't be alone for long.

There's a fallen cop in the next hallway. Salvage his dropped pistol. A gun—that's something to be happy about on this twisted night. Use the gun to shoot the lock on the next door and step through.

TIP

Now that you have a gun, assign it to a shortcut by pressing up on the d-pad while checking your inventory. Pick any of the four face buttons on the controller. Having the gun always at the ready is critical for the multitude of do-or-die situations you will find yourself grappling with tonight.

It's one of those fissures! The living crack races along the walls, closing in on you, but a burning timber swings from the ceiling and slams into the fissure. The fissure erupts into flame and burns itself out within seconds. There's something to remember: The fissure—and whatever it can corrupt—are extremely vulnerable to fire.

NOTE

You got lucky with this fissure. Future encounters will not be so easy. These ravenous fissures are some of the toughest "creatures" you will encounter in a city with a rep for already hosting some pretty vicious characters.

CREATURE COMPENDIUM: FISSURE

THE FISSURE IS THE FIRST MANIFESTATION OF THE EVIL THAT IS STARTING TO CONSUME THE CITY. FISSURES CAN TRAVEL ACROSS ANY SURFACE, HORIZONTAL OR VERTICAL. AND THEY CAN VANISH AT A MOMENT'S NOTICE IN ONE SPOT AND APPEAR IN ANOTHER WITHOUT WARNING. THE FISSURES ATTACK BY SWALLOWING THEIR PREY. SO FAR, THE HUMANS YOU'VE SEEN GRABBED BY THE FISSURE WERE UNABLE TO FIGHT BACK. BUT IF YOU ARE EVER SNATCHED BY THE FISSURE, YOU HAVE THE ABILITY TO RESIST. FOLLOW ON-SCREEN PROMPTS TO RIDE OUT THE FISSURE AND HOPEFULLY PULL YOURSELF FREE. EVERY SECOND YOU ARE IN THE FISSURE'S GRIP, THOUGH, YOU TAKE DAMAGE. IF THE FISSURE SEIZES YOU LONG ENOUGH, YOU WILL DIE.

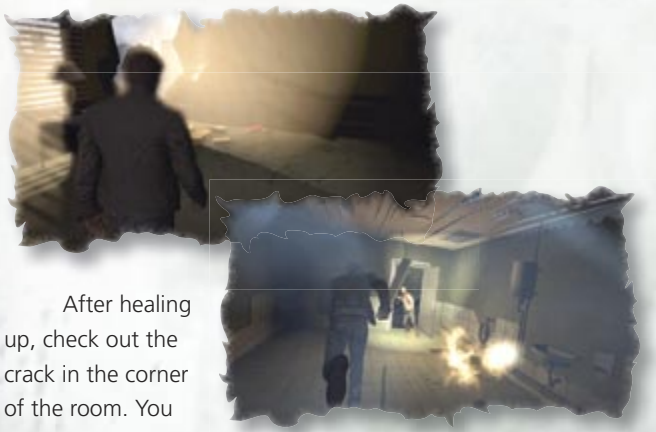
THE FISSURE'S WEAKNESS, AS YOU'VE SEEN, IS FIRE. IN THIS FIRST INSTANCE, LUCK WAS ON YOUR SIDE. BUT IN FUTURE FISSURE ENCOUNTERS, YOU MUST TAKE THE INITIATIVE. YOU MUST EITHER LURE THE FISSURE INTO A FIRE, DIRECT IT THERE YOURSELF WHILE "RIDING" IT, OR SOMEHOW BURN IT WITH ANY OF YOUR ITEMS. IF YOU KNOW WHEN A FISSURE WILL STRIKE (AND YOU'LL ALWAYS HAVE ADVANCE WARNING THANKS TO THIS GUIDE), YOU CAN READY AN ASSAULT WITH A MOLOTOV COCKTAIL OR FIRE BULLETS. IT'S EASIEST TO THROW A MAKESHIFT EXPLOSIVE AT THE CENTER OF THE FISSURE. JUST MAKE SURE THERE IS ENOUGH FUEL IN THE BOMB TO COVER A WIDE AREA. A SMALL POP MAY NOT BE ENOUGH TO AFFECT THE FISSURE.

The next room is quiet. As the sheriff in any respectable Western might say: too quiet. Walk to the left side of the room and inspect a small cabinet. Inside, Edward finds three useful items: medical spray, a small box of batteries, and double-sided tape. Take all three.

IMMEDIATELY USE THE SPRAY TO HEAL YOUR WOUNDS. LOOK ALL OVER YOUR BODY WITH THE RIGHT STICK. WHENEVER YOUR EYES FALL ON A CUT, PULL THE RIGHT TRIGGER TO SEAL IT WITH THE SPRAY.

CAUTION

Heal wounds as soon as humanly possible. You cannot run effectively when badly injured, and there is always something to run from in this adventure.



After healing up, check out the crack in the corner of the room. You can see a sliver of the New York skyline through the hole in the wall. The second you peer outside, though, the building starts to collapse. The floor above you crashes down. A man appears in a doorway, motioning you to follow him. As you approach the door, a backdraft explodes behind the man and throws him through the splintering walls.

The room continues to collapse, sending you tumbling. Fortunately, you grab one of the gargoyles on the building's facade at the last second. The front of the building, badly damaged, is falling apart. And unless you make a move soon, you will surely be knocked from this Gothic perch within moments.

SEQUENCE 3

The face of the building is sliding off, like a scab over a healed wound. The street is several stories down, so one false step will end this night before you can get any of your questions about Edward or the "Light Bringer" answered. You must scramble up the front of the building as it falls away, finding a way back inside the slightly more stable structure. Once inside, you can

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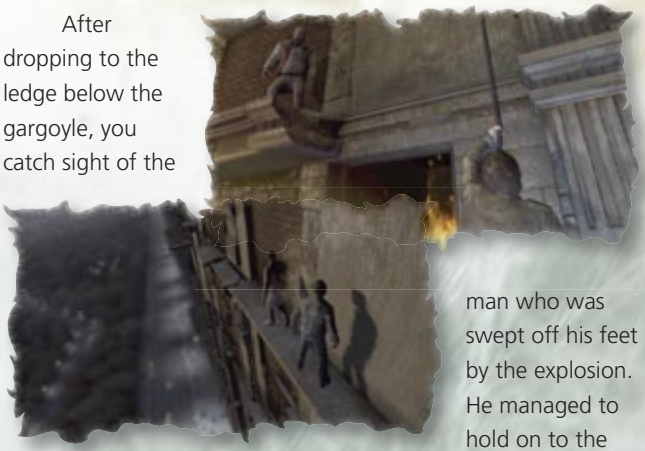
Episode 1

plan an escape route to the ground level and get out of the building before it completely collapses.

After dropping to the ledge below the gargoyle, you catch sight of the man who was swept off his feet by the explosion. He managed to hold on to the ledge above you. He points out a nearby cable and tells you to climb it. Grab the cable and shimmy up to the ledge. Swing to the left and jump off the cable to land on the ledge. Follow the man along the ledge to the left side of the building.



Falling debris strikes the ledge, shattering it under your feet. The man falls to his death in the street below while you hold on to the fragments of the ledge with your fingers.

Whoa! As you slide to the right, an explosion rockets a car up the face of the building, further damaging the remnants of the ledge. Keep moving to the right after the car falls back down and then pull yourself up at the widest point of the ledge.

Jump up and grab the ledge above you. It's too narrow to pull yourself up, but you can move back to the left. Watch out for falling debris. If you're tagged by the bricks, you will lose your grip.

NOTE

If you are ever knocked off balance or your fingers slip because of being hit by debris, you have a slight chance to recover before falling. Press the on-screen button prompt to recover.

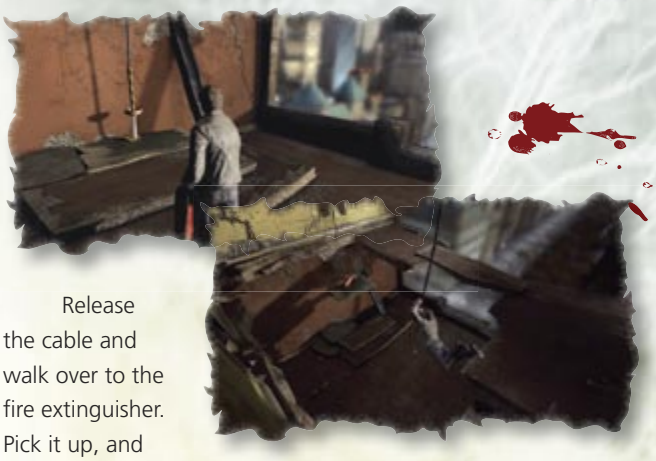
When you reach the thick ledge, drop down. There is another severed electrical cable to the left. Grab it and start to climb. Don't climb to the top, though. Climb up so you are just below the broken gargoyle. Next, swing out to the left. You must get momentum to reach the ledge on the left, so swing back and forth a couple times to get a good, wide arc going. At the left-most point of the arc, jump out so you reach the ledge. Once you drop onto the ledge, the building shakes. Fiery timbers drop down and block the way to the next ledge.

Jump up and grab the fractured ledge above you. As you shimmy to the left, though, be ready for the face of the building to crack and slip away. Keep moving to the left. You need to jump off the left side of the falling wall before it completely breaks away from the building. There is a ledge below you can jump to.

SEQUENCE 4

Ducking inside the building offers a brief respite from the crumbling outside, but it's no cakewalk either. The inside of the building has been rocked with explosions and quakes, reducing entire floors to rubble. You must figure out a way to climb the interior of the building without the aid of simple solutions like, well, stairs.

Enter the building via the open door on the ledge. A swooping camera follows you inside the building and shows you that you must find a way to the doorway on the ledge above you. The inside of the building, however, has no stairs. The two floors are separated only by cracked ceiling fragments. You must find a way to put out the flames in the corner of the room to escape. There is a fire extinguisher on the floor beneath you, but you cannot hold it while climbing up a cable. So, how do you get that fire extinguisher to the flames? Start by jumping down to the level with the fire extinguisher. Leap out to the cable in the center of the room. It lowers you to the floor, but raises a small metal platform on the other side of the room.



Release the cable and walk over to the fire extinguisher. Pick it up, and then drop it off on the metal platform. Now, turn around and walk to the opposite side of the room. There are a few small ledges you can climb to reach the floor you were just on before jumping down. At the top of the ledges, jump out to grab the cable again. As you fall, the platform rises and deposits the fire extinguisher on the level with the flames. Bingo. Now climb back up the small ledges and grab the fire extinguisher.

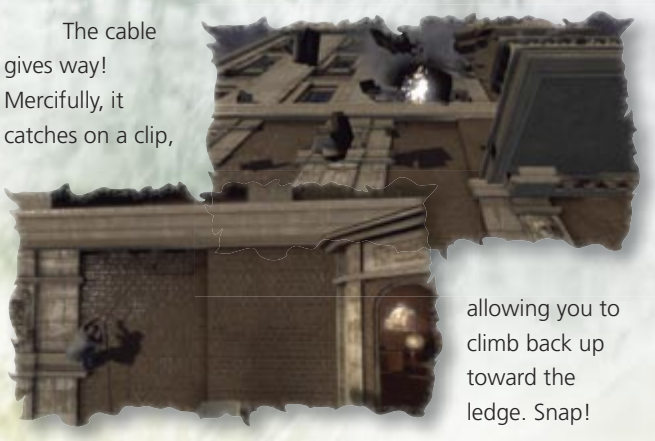
EXTINGUISH THE FLAMES TO REVEAL A LEDGE LOW ENOUGH TO JUMP TO. LEAP UP AND THEN PULL YOURSELF UP TO THE NEXT FLOOR. WALK THROUGH THE DOOR.

NOTE

You must put out all of the flames. If you leave even a small patch of fire, it will rage back to life.

OUTSIDE, GRAB THE ELECTRICAL CABLE ON THE LEFT AND START CLIMBING THE FACE OF THE BUILDING AGAIN. AS YOU CLIMB, THE WOMAN FROM EARLIER POKES HER HEAD OUT OF THE WINDOW ABOVE YOU AND TRIES TO FLAG YOU DOWN. SHE CLIMBS OUT OF THE WINDOW TO THE LEDGE BENEATH THE CABLE. KEEP CLIMBING TOWARD HER.

The cable gives way! Mercifully, it catches on a clip,



allowing you to climb back up toward the ledge. Snap!

THE ROOTS

Scattered throughout Central Park are sinister roots that Lucifer is using to gather strength. All the roots are connected to a wretched tree in the northern tip of the park that blocks the entrance to the Path of Light. You must eliminate these roots to free Spectral Power. Spectral Power fuels Spectral Vision, a talent that grants you the ability to see the unseen. Some of the roots are very small and can be easily destroyed with a small amount of flame. Larger roots require heavier attacks. The bigger the root, the more Spectral Power it is worth.

To reach the required Spectral Power degrees to see the symbols on the castle walls (third degree) and the magical barrier surrounding the Path of Light entrance (fourth degree), you must destroy enough roots to pass two point thresholds. To see the symbols, you need at least 30 Spectral Power points. To see the barrier, you require 50.

TIP

Short on fuel-filled bottles? Instead of throwing bottles at roots on the ground, walk up and pour a little flammable liquid from the bottle on the nasty root. Use the lighter to set the root ablaze.

NOTE

Although you need only 50 points to achieve the necessary degrees to complete the game, you can raise your Spectral Power to higher levels, allowing you to see fissures in the Humanz long after you open your eyes. It is a useful skill to have if you go back and replay previous episodes. The fifth degree comes at 75 points. At 100 points, you can see the fissures for an extended period of time after you pop open your peepers.

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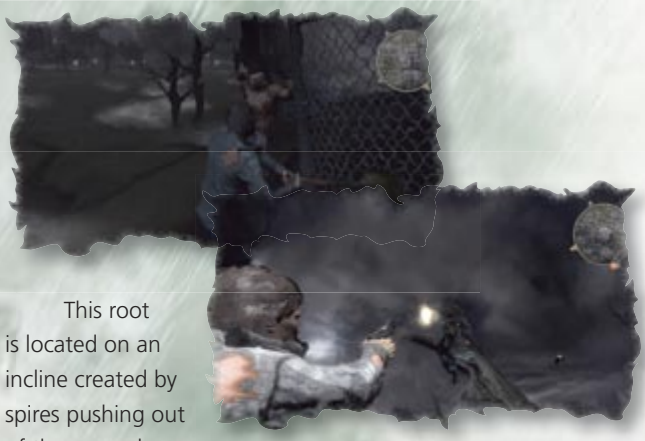
COMPLETE ROOT LIST

The following root list details all the Spectral Power points in Central Park outside those explicitly explained in the walkthrough sections.

ROOT 1

Spectral Points: 9

Required Items: Thrown explosive



This root is located on an incline created by spires pushing out of the ground. Several Humanz guard the root, but there are many objects on the ground nearby you can use to defend yourself, such as a shovel. Look for flammables, such as fuel bottles, near the site. To destroy the root, clear up any of the Humanz trying to attack you. When the coast is clear, throw the explosive (bottle, spray can) at the heart of the root and blast it out of the air. The explosion burns away the root, granting you nine Spectral Power points.

BUY NOW

ALONE IN THE DARK

PRIMA Official Game Guide

Written by Fletcher Black

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Table of Contents

CHAPTER 1: BUMP IN THE NIGHT 2
CHAPTER 2: SURVIVING CENTRAL PARK 6
CHAPTER 3: WALKTHROUGH 18
EPISODE 1 18
EPISODE 2 28
EPISODE 3 44
EPISODE 4 61
EPISODE 5 75
EPISODE 6 87
EPISODE 7 97
EPISODE 8 107
SPECTRAL POWER 128
CHAPTER 4: EXTRAS 141

Fletcher Black has been playing video games since his parents first set an Atari 2600 down on the orange shag carpet of their suburban paradise. Since then, he has numbed his thumbs on everything from the Vectrex to the Dreamcast to the Nintendo DS. When not waist-deep in a video game, Fletcher enjoys writing, movies, travel, and shepherding his animal army. His Prima guides include *Super Mario Galaxy*, *The Legend of Zelda: Phantom Hourglass*, *Perfect Dark Zero*, and *Super Paper Mario*.

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